

# Special Agent Jonathan Cross

## Overview

Overview



Agent Cross is what most people refer to as a spook, one of the Men in Black. He is almost like an entity sent from 'the government'. Perhaps during one investigation he says he is with the NSA, on another he claims to be part of the ATF. It is never quite clear which organization Agent Cross truly works for. What is clear is that he has a vested interest in keeping anything supernatural from being exposed to the public, and he has a great deal of influence within the justice system of the United States.

# Basics

## Basics

### Name

Jonathan Cross

### Player

Scruffy Matt

### Chronicle

Baltimore After Dark

### Nature

Director

### Demeanor

Soldier

### Concept

Man in Black

### Clan

### Generation

### Sire

# Attributes

## Attributes

### Physical

p

Strength

11000  
Dexterity

11100  
Stamina

11000  
Social  
s  
Charisma

11000  
Manipulation

11100  
Appearance

11000  
Mental  
t  
Perception

11100  
Intelligence

11110  
Wits

11100

# Abilities

Abilities

Talents  
p  
Alertness

11000  
Athletics

11000  
Awareness

11000  
Brawl

11000  
Empathy

11100  
Expression

00000  
Intimidation  
Threats

11000  
Leadership

00000  
Streetwise

00000  
Subterfuge  
Misleading, Impeccable Lies  
11100

00000  
Skills  
s  
Animal Ken

00000  
Crafts

00000  
Drive

10000  
Etiquette

00000  
Firearms

11100  
Larceny

11000  
Melee

11000  
Performance

00000  
Stealth

11000  
Survival

00000

00000  
Knowledge  
t  
Academics

00000  
Computers

10000  
Finance

00000  
Investigation  
Forensics, Databases

11110  
Law

11100  
Medicine

00000

Occult

11000

Politics

00000

Science

10000

Technology

10000

00000

# Advantages

Advantages

Disciplines

00000

00000

00000

00000

00000

00000

Backgrounds

Alternate Identity DHS  
11000

Alternate Identity ATF  
11000

Alternate Identity CIA  
11000

Alternate Identity NSA  
11000

Resources  
11000

00000  
Virtues  
Conscience/Conviction

11000  
Self-Control/Instinct

11100  
Courage

11111

Humanity/Path  
11111 00000  
Path  
Humanity  
Bearing

Willpower  
11111 11100  
00000 00000  
Blood Pool  
00000 00000  
00000 00000  
Blood/Turn



# Merits & Flaws

## Merits & Flaws

Merit

Type

Cost

Iron Will

3pts

Eidetic Memory

2pts

Flaw

Type

Bonus

Addiction Nicotine

3pts

# Rituals & Paths

Rituals & Paths

Ritual  
Level

Path

00000

00000

00000

00000

00000

00000

00000

00000

# Experience & Derangements

## Experience

Total

9

Spent

## Notes

Freebie points:

2 Eidetic Memory

5 for Intelligence 4

5 for Manipulation 3

6 for Subterfuge 3

2 for Subterfuge Specializations

1 for Resources 2

(21)

## Experience:

6 for Subterfuge and Intimidation

28 for various Abilities

5 for Specializations

8 for Backgrounds

18 for Willpower 8

10 for Empathy 3

(75)

## Derangements

# Expanded Backgrounds

Expanded Backgrounds

Allies

Contacts

Fame

Herd

Influence

Mentor

Resources

Retainers

Status

Other

# Rights & Possessions

Rights & Possessions

Gear (Carried)

9MM Handgun, kevlar vest

Feeding Grounds

Havens

Equipment (Owned)  
Top of the line laptop  
Vehicles  
Dodge Charger  
Other

# Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To  
Rating

Bound To  
Rating

# Description

Description  
  
Age

43  
Apparent Age  
43  
D.O.B.  
March 30, 1981  
R.I.P.

Hair  
Blonde  
Eyes  
Green  
Race  
Caucasian  
Nationality  
American  
Height  
6'3"  
Build  
Fit  
Gender  
Male  
Face Claim  
Albert Wesker

# History

History

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